

**What is claimed is:**

1. A gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises five rows and five columns so as to contain a plurality of cells, wherein a symbol is allocated to each cell such that a cell becomes effective when a symbol corresponding to the cell is selected randomly by a lottery, and a predetermined benefit is provided to a player in accordance with a pattern of cells being effective after a predetermined number of lotteries, the gaming machine comprising:

a symbol allocation means for allocating a symbol to each cell of the matrix, the symbol being selected from a deck of playing cards;

an outer peripheral cell shift means for shifting each symbol of a peripheral group of cells of the matrix from an original cell position to an adjacent cell position such that a loop of symbols are shifted along the peripheral group of cells; and

a disbursement value determination means for determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of a combination of the combination-making game if all cells with allocated symbols along a line so as to make a winning combination in a poker game become effective after a predetermined number of lotteries are made with the matrix having symbols allocated to the respective cells thereof by said symbol allocation means.

2. The gaming machine according to Claim 1, comprising:  
an inner peripheral cell shift means for shifting each symbol of

an inner group of cells of the matrix from an inner original cell position to an inner adjacent cell position such that an inner loop of symbols are shifted along the inner group of cells.

3. A gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises a plurality of rows and a same number of columns so as to contain a plurality of cells, wherein a symbol is allocated to each cell such that a cell becomes effective when a symbol corresponding to the cell is selected randomly by a lottery, and a predetermined benefit is provided to a player in accordance with a pattern of cells being effective after a predetermined number of lotteries, the gaming machine comprising:

a symbol allocation means for allocating a symbol to each cell of the matrix, the symbol being selected from a set of mahjong tiles;

an outer peripheral cell shift means for shifting each symbol of a peripheral group of cells of the matrix from an original cell position to an adjacent cell position such that a loop of symbols are shifted along the peripheral group of cells; and

a disbursement value determination means for determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of a combination of the combination-making game if all cells with allocated symbols along a line so as to make a winning combination become effective after a predetermined number of lotteries are made with the matrix having symbols allocated to the respective cells thereof by said symbol allocation means.

4. The gaming machine according to Claim 3, comprising:

an inner peripheral cell shift means for shifting each symbol of an inner group of cells of the matrix from an inner original cell position to an inner adjacent cell position such that an inner loop of symbols are shifted along the inner group of cells.

5           5.       The gaming machine according to Claim 1, wherein said symbol allocation means allocates the symbols to the cells of the matrix such that at least one winning combination of symbols are set in at least one line after the cell shift so that the predetermined benefit exceeding a predetermined standard is  
10       provided to the player.

6.       The gaming machine according to Claim 2, wherein said symbol allocation means allocates the symbols to the cells of the matrix such that at least one winning combination of symbols are set in at least one line after the cell shift so that the  
15       predetermined benefit exceeding a predetermined standard is provided to the player.

7.       The gaming machine according to Claim 3, wherein said symbol allocation means allocates the symbols to the cells of the matrix such that at least one winning combination of symbols are  
20       set in at least one line after the cell shift so that the predetermined benefit exceeding a predetermined standard is provided to the player.

8.       The gaming machine according to Claim 4, wherein said symbol allocation means allocates the symbols to the cells of the  
25       matrix such that at least one winning combination of symbols are set in at least one line after the cell shift so that the predetermined benefit exceeding a predetermined standard is provided to the player.

9. The gaming machine according to Claim 1, comprising:  
a valid line determination means for determining a number of lines  
and locations thereof, wherein the disbursement of game media may  
be carried out when all cells aligned therein become effective.

5 10. The gaming machine according to Claim 2, comprising:  
a valid line determination means for determining a number of lines  
and locations thereof, wherein the disbursement of game media may  
be carried out when all cells aligned therein become effective.

10 11. The gaming machine according to Claim 3, comprising:  
a valid line determination means for determining a number of lines  
and locations thereof, wherein the disbursement of game media may  
be carried out when all cells aligned therein become effective.

15 12. The gaming machine according to Claim 4, comprising:  
a valid line determination means for determining a number of lines  
and locations thereof, wherein the disbursement of game media may  
be carried out when all cells aligned therein become effective.

13. The gaming machine according to Claim 1, comprising:  
a prior cell effective means for making at least one of the cells  
of the matrix in accordance with an effective lottery.

20 14. The gaming machine according to Claim 2, comprising:  
a prior cell effective means for making at least one of the cells  
of the matrix in accordance with an effective lottery.

25 15. The gaming machine according to Claim 3, comprising:  
a prior cell effective means for making at least one of the cells  
of the matrix in accordance with an effective lottery.

16. The gaming machine according to Claim 4, comprising:  
a prior cell effective means for making at least one of the cells  
of the matrix in accordance with an effective lottery.

17. A gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the gaming machine comprising:

a symbol allocation means for allocating a symbol to each cell of the matrix;

a cell shift means for shifting each symbol of a group of cells of the matrix from an original cell position to an adjacent cell position so as to rearrange the symbols such that at least one winning combination in at least one line of the matrix is arranged; and

a disbursement value determination means for determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of the combination of the combination-making game if all cells with allocated symbols along a line so as to make the winning combination become effective after the predetermined number of lotteries.

18. The gaming machine according to Claim 17, wherein said cell shift means comprises a loop shifting means for shifting each

symbol so as to be allocated to an adjacent cell such that a symbol shift chain makes a loop.

19. A program used in a gaming machine with which a combination-making game is performed, the combination-making game using a matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, the gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the gaming machine comprising:

a symbol allocation means for allocating a symbol to each cell of the matrix;

a cell shift means for shifting each symbol of a group of cells of the matrix from an original cell position to an adjacent cell position so as to rearrange the symbols such that at least one winning combination in at least one line of the matrix is arranged; and

a disbursement value determination means for determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of the combination of the combination-making game if all cells with allocated symbols along a line so as to make the winning combination become effective after the predetermined number of lotteries.

20. A server, connectable via a communication line to gaming machines, with each of which a combination-making game is performed, the combination-making game using a matrix which comprises a row with a row cell number of at least two and a column with a column cell number of at least two, wherein the row cell number equals the column cell number so as to constitute the matrix containing a plurality of cells, each of which has an allocated symbol such that each corresponding cell becomes effective if the allocated symbol to the corresponding cell is selected by a main lottery, each gaming machine being characterized to provide a benefit to a player depending on a pattern of cells being effective after a predetermined number of main lotteries, the server comprising:

- a symbol allocation means for allocating a symbol to each cell of the matrix;
- a cell shift means for shifting each symbol of a group of cells of the matrix from an original cell position to an adjacent cell position so as to rearrange the symbols such that at least one winning combination in at least one line of the matrix is arranged; and
- a disbursement value determination means for determining amount of disbursement or a multiple number of a bet number of bets made by the player for disbursement depending on a predetermined rank of the combination of the combination-making game if all cells with allocated symbols along a line so as to make a winning combination become effective after the predetermined number of lotteries are made with the matrix.